

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) A player identification system, comprising: a betting terminal operable by a player to play at least one game thereon and to place a wager on an outcome of any turn of the game, the outcome of each turn of the game being determined, at least in part, by chance;

a camera associated with the betting terminal, the camera being arranged to capture an image of the player operating the betting terminal, wherein the camera is configured to capture an image of the player operating the betting terminal at least once during each turn of the at least one game; and

a logging facility capable of logging configured to log, for each turn of the at least one game, logging data representative of a size and type of the wager placed by the player on the turn of the game, the corresponding outcome of that turn of the game, and the image of the player captured by the camera during the turn of the game.

2. (previously presented) A player identification system as claimed in claim 1 in which the betting terminal is operable by the player to play any one of a number of different selectable games.

3. (canceled)

4. (currently amended) A player identification system as claimed in claim [[3]] 2 in which the logging data is representative, also, of the particular game being played by the player.

5. (previously presented) A player identification system as claimed in claim 1 in which the logging facility includes a non-volatile storage memory for storing the logging data thereon.

6. (previously presented) A player identification system as claimed in claim 5 in which the storage memory is configured as a rolling buffer capable of storing logging data relating to a number of the most recent turns of any games played by the player.

7. (previously presented) A player identification system as claimed in claim 1 that includes an enquiry facility operable to display any logging data contained in the storage memory.

8. (previously presented) A player identification system as claimed in claim 7 that includes a display monitor capable of displaying any image of the player contained in the storage memory.

9. (previously presented) A method for identifying players at a betting terminal, comprising the steps of:

enabling a player to operate a betting terminal to play at least one game thereon and to place a wager on an outcome of any turn of the game, the outcome of each turn the game being determined, at least in part, by chance;

capturing, at least once during each turn of the at least one game, a camera image of the player operating the betting terminal; and

logging, for each turn of the at least one game, logging data representative of a size and type of the wager placed by the player on the turn of the game, the corresponding outcome of that turn of the game, and the image of the player captured by the camera during the turn of the game.

10. (previously presented) A method as claimed in claim 9 that includes the step of enabling the player to operate the betting terminal to play any one of a number of different selectable games.

11. (canceled)

12. (currently amended) A method as claimed in claim [[11]] 10 that includes a step of logging additional data representative of the particular game being played by the player.

13. (previously presented) A method as claimed in claim 9 that includes a step of storing the logging data on a non-volatile storage memory.

14. (previously presented) A method as claimed in claim 9 that includes a step of configuring the storage memory as a rolling buffer capable of storing logging data relating to a number of the most recent turns of any games played by the player.

15. (previously presented) A method as claimed in claim 14 that includes a step of displaying any logging data contained in the storage memory on an enquiry facility having a display monitor.